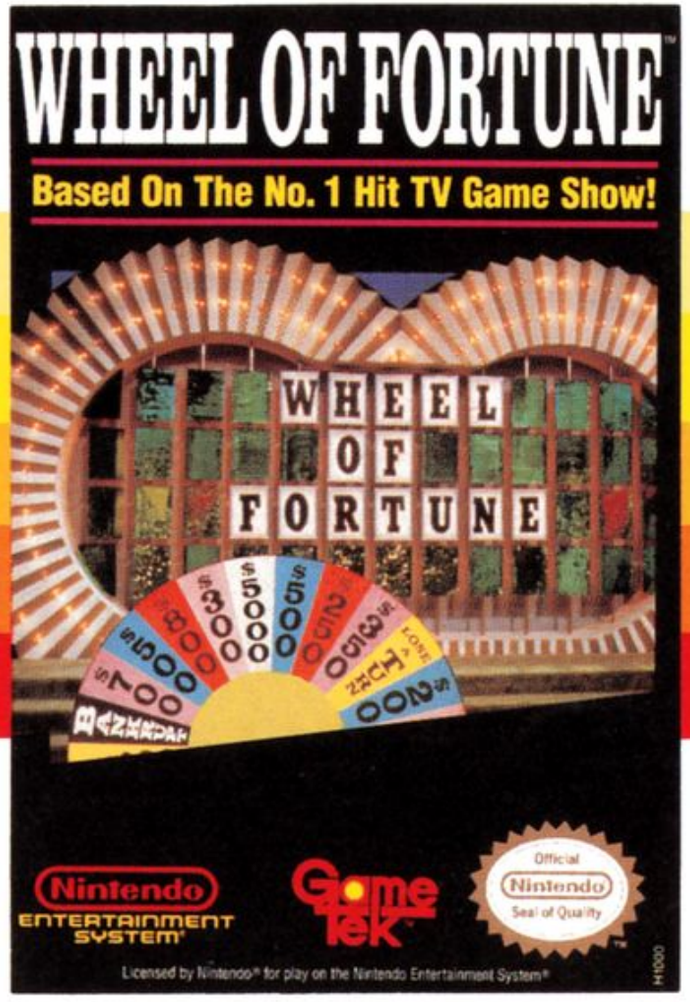
WHEEL OF FORTUNE™
Based On The No. 1 Hit TV Game Show!
WHEEL OF FORTUNE
Nintendo ENTERTAINMENT SYSTEM
Game tek
Official Nintendo Seal of Quality
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Game tek™

INSTRUCTION BOOKLET

Now you're "into fun and Games!" with GameTek™

We are the hi-tech electronic entertainment company that puts you in the picture with home versions of television's top game shows. These are games the whole family loves, the games they can play...either together or alone against the computer.

GameTek's Nintendo version of Wheel of Fortune™ is lively and challenging, just like its television counterpart. Enter your consonants, buy your vowels, solve the puzzle without going bankrupt...and the chance to win cash and an exciting dream prize is yours!

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Solve the puzzle on the game board by filling in the hidden letters. Each correct guess sends our beautiful blonde hostess to the board to turn over your letters. Then, when you solve the puzzle, see her clap for you!

WHEEL OF FORTUNE™

This official seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System®

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HOW TO USE THE CONTROLLER

If 1 player plays alone or against the computer, only Controller 1 is used.
If 2 players are competing, Controllers 1 and 2 are used.
If 3 players are competing, Player #1 and Player #3 share Controller 1.

CONTROL PAD

Pressing the arrowed tips left or right scrolls the cursor:

a. across or wrapping around the ends, to stop on the desired letter.

b. back and forth to make selections such as **1 • 2 • 3** or **YES • NO** or **SPIN • VOWEL • SOLVE.**

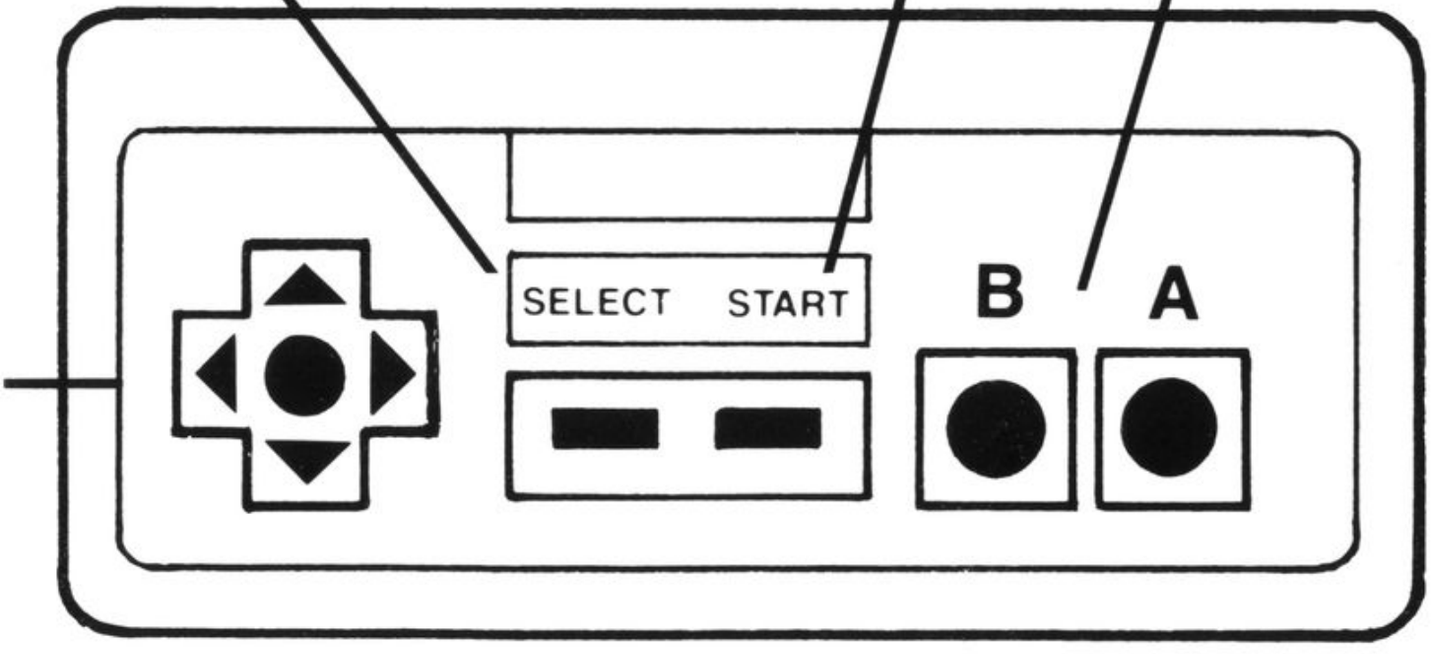
A, B BUTTONS
Used interchangeably to:

a. lock in selections made by scrolling the cursor to **letters,** ←, and **END.**

b. start the **WHEEL** spinning after a player has chosen to **SPIN.**

SELECT BUTTON
Not Used

START BUTTON
Starts The Game

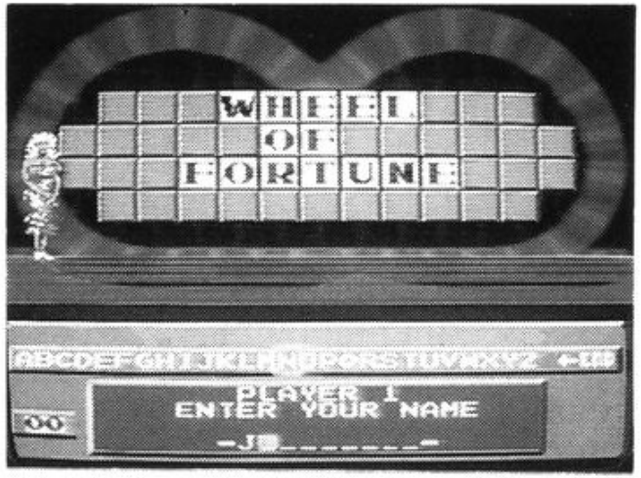


SETTING UP THE GAME

1. Player #1 presses the **START BUTTON** on his/her Controller when **PRESS START TO BEGIN** flashes on the screen.
2. Player #1 presses the **CONTROL PAD** to the right to scroll the cursor to the desired number of players **(1 • 2 • 3)** and locks in that number by pressing the **A** or **B BUTTON.**
3. If only 1 or 2 players are competing, they will be offered the option **(YES • NO)** of playing against the computer. Player #1 locks in that choice with the **A** or **B BUTTON.** If play against the computer is selected, the players are offered the option of 3 skill levels. Player #1 locks this in with the **A** or **B BUTTON.**

4. Each player, in turn, enters his/her name by scrolling the cursor left or right, or wrapping around the alphabet, using the right and left directions

on the **CONTROL PAD,** ending with **END** and locking in the name with the **A** or **B BUTTON.** (In games against the computer, a name will be entered automatically when that player's turn comes on.)



PLEASE NOTE:

This cartridge uses a program which will randomly access the puzzles. At the end of play, the entire phrase file is cleared and made available for future play. Puzzles are selected at random by the computer, so although there are over 1,000 phrases, places, things, events, etc., repetition will occur.

If repetition does occur and you wish to reshuffle the file, press the reset button which will initiate a new game and reshuffle the over 1,000 phrases, places, things and events in this file.

HOW TO PLAY ROUND 1

1. The screen opens with the Wheel of Fortune board displaying the category **(PERSON, PEOPLE, PHRASE, PLACE, EVENT, TITLE** or **THING)** and blank boxes for the puzzle letters.

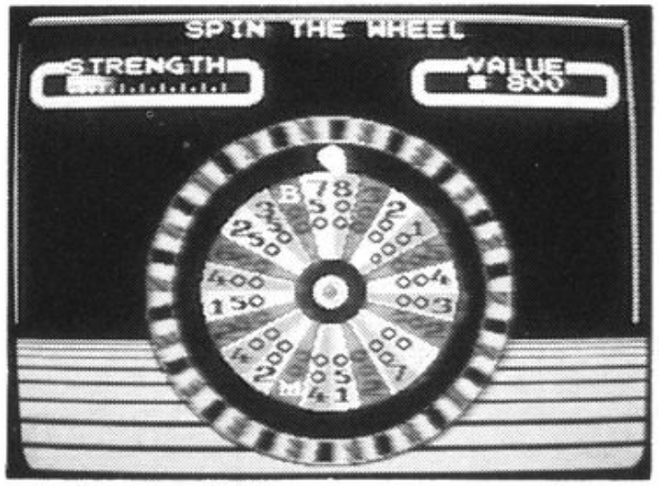
2. Player #1 is offered the choice of a flashing **SPIN,** or scrolling the cursor to **VOWEL** or **SOLVE**. (Players usually elect to **SPIN** for the first few turns until several letters appear on the board.) Vowels cannot be bought until a player has at least $250 in his/her winnings column for that current round.

    a. Player #1 locks in the flashing **SPIN** with the **A** or **B BUTTON.**

    b. The decision to **SPIN,** buy a **VOWEL,** or **SOLVE** the puzzle must be made quickly, as the timer (lower left of screen) is counting down to **00.**

    c. If no decision is made during the countdown, a buzzer sounds, signaling **OUT OF TIME,** and the next player takes his/her turn.

3 If **SPIN** is selected, the Wheel appears on the screen. To start the Wheel spinning, Player #1 presses the **A** or **B BUTTON.** A moving horizontal bar (at the upper left of the screen) determines the speed of the Wheel's spin at the time that **A** or **B** is pressed. (Pressing when the bar is short programs a slow spin; when long, a fast spin.)



4 During the spin, the value meter (at the upper right of the screen) shows the letter values as they change. When the Wheel stops, the number on which it has stopped determines the value of the consonant to be selected by Player #1 during that turn, with these exceptions:

a. If the wheel stops on **B,** the player goes bankrupt. Any winnings for the current round are lost.

b. If the wheel stops on **+,** the player gets a **FREE SPIN,** which can be used then, or stored and used when offered back at any time during that round if that player enters an incorrect letter or lands on **MISS A TURN.**

c. If the wheel stops on **M,** the player misses a turn (the following one).

5 Once the value of the letter is determined, Player #1 is given the direction to **ENTER A CONSONANT.** He/She scrolls right or left with the cursor to a letter and locks it in with the **A** or **B BUTTON.**

a. If the letter is correct, the hostess turns over that letter on the game board, and the value of the spin for that letter is entered in Player #1's **$$$** column. (If that letter appears twice in the puzzle, the winnings are doubled; if three times, winnings are tripled.)

b. If the letter is incorrect, a buzzer sounds and the game board announces **SORRY.**

6 Player #1 continues to spin and enter a consonant or buy a vowel until:

a. The letter selected is *not* in the puzzle.

b. The letter selected has already been guessed.

c. The Wheel stops on **B** or **M.**

d. A *vowel* is entered after the player has spun the Wheel for a consonant.

e. An incorrect solution is given to the puzzle.

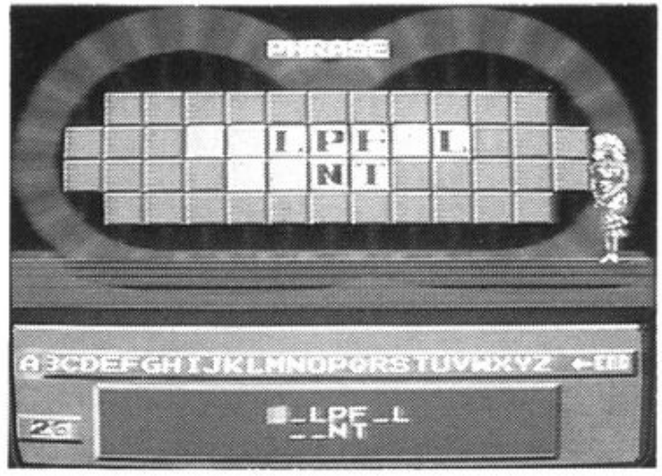
f. Time runs out before a letter selection is made.

7 Player #2 follows the same procedure as Player #1, using Controller 2. When the puzzle appears, so will an arrow pointing to Player #2's name on the board. That arrow moves as each player's turn comes up.

8 Player #3 follows the same procedure, using Controller 1.

9 At any turn, a player may choose to buy a **VOWEL,** as long as he/she has $250 in winnings that round. That $250 is deducted from the player's winnings whether that vowel is correct or not.

10 At any turn, a player may choose to solve the puzzle. When the **CONTROL PAD** is scrolled to **SOLVE** and locked in with the **A** or **B BUTTON,** the puzzle appears at the lower half of the screen. Blanks show the missing letters. A flashing box indicates the blank on which each missing letter is to be entered.



a. The player scrolls the cursor across the alphabet and locks in each letter.

b. When all the letters are filled in, the player scrolls to **END** and locks in the completed puzzle.
NOTE: Speed is essential since the timer is counting down to **00;** accurate spelling is also essential, for even one incorrect letter makes for a wrong answer.

c. If the solution is correct, the hostess will turn over the remaining blanks on the game board, then clap her hands in congratulations.

d. If the solution is incorrect, play passes to the next player to **SPIN,** choose a **VOWEL,** or **SOLVE.**

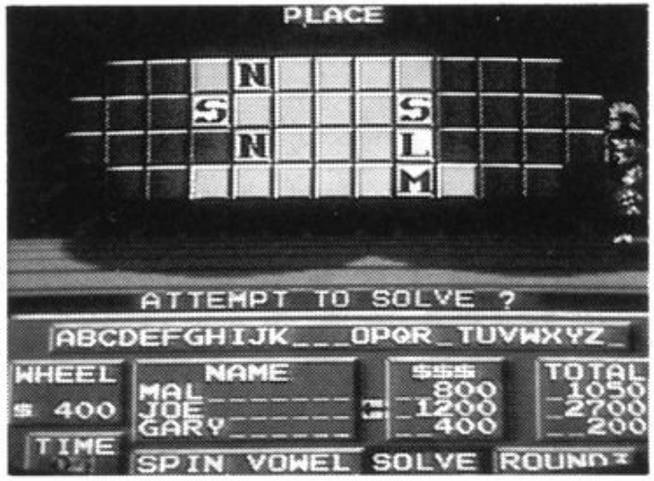
HOW TO PLAY ROUND 2

1. A new puzzle appears and is played the same as Round 1.
2. Players' winnings from Round 1 are transferred from the **$$$** column to the **TOTAL** column, which keeps a cumulative total throughout all 4 rounds of the game.
3. Player #2 starts Round 2.

HOW TO PLAY ROUND 3— THE SPEED-UP ROUND

1. The Wheel spins automatically to start the round. The value on which it stops is the amount of money each consonant will be worth for that round. (Vowels do not have any dollar value, but may be selected to help solve the puzzle.)
2. Players each take turns, starting with Player #3, scrolling the cursor to a consonant or vowel.
    - **a.** A correct *consonant* sends the hostess to the puzzle to turn the letters on the board, and the value (see #1 above) is entered in the player's **$$$** column.
    - **b.** A correct *vowel* is turned on the board by the hostess, but no money is added to the player's winnings.

3. After each correct guess, **ATTEMPT TO SOLVE?** flashes on the screen, and the player is given a timed countdown to decide if he/she wants to solve the puzzle.



a. If the player wants to solve it, he/she presses the **A** or **B BUTTON** during the timed countdown, then follows steps outlined in Round 1, Step #10.

b. If the player does not wish to solve it, he/she lets the time run out and the round continues with the next player.

4. At the end of Round 3, each player's total winnings are transferred to his/her **TOTAL** column. The player with the highest total gets to play Round 4.

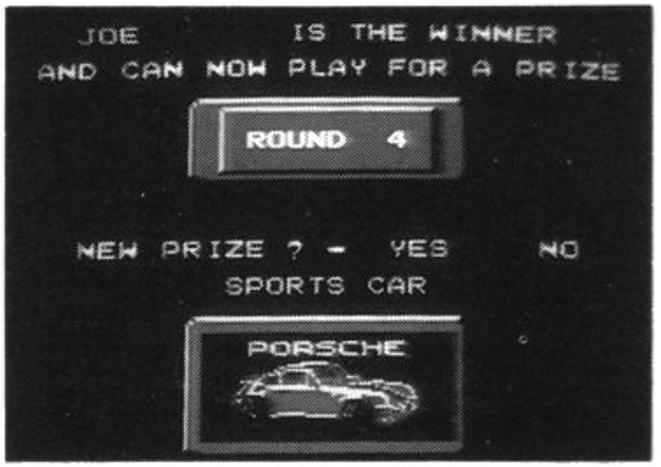
HOW TO PLAY ROUND 4

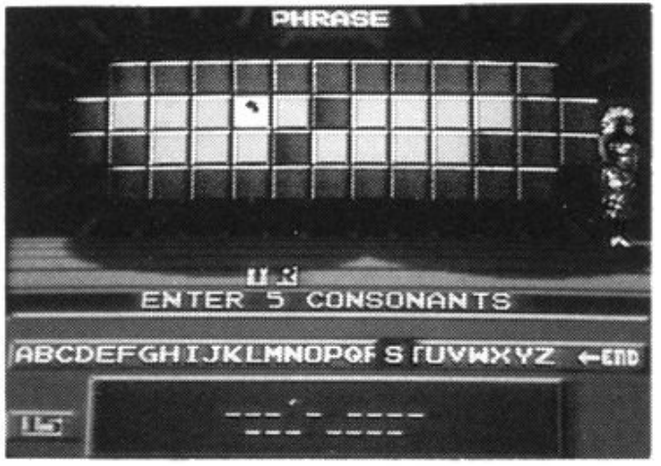
1 The winning player is identified by name on the screen and offered his/her choice of a prize to play for: a sports car, a boat, deluxe furniture, a choice of vacations, etc. As each prize appears, the player is asked if he/she wants a new prize.

a. Locking in a **YES** with the **A** or **B BUTTON** changes to a different prize.

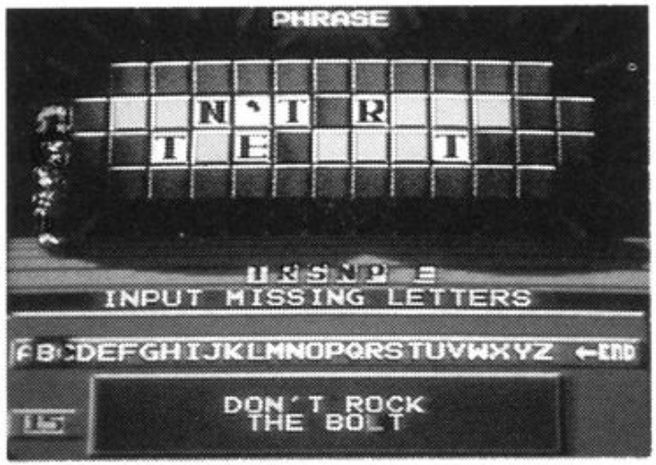
b. Locking in a **NO** stops the board on the prize shown.

2 The player is then shown the category and the blank game board, and asked to choose 5 consonants and 1 vowel. The cursor must be scrolled to all 6 letters during the timed countdown, then locked in with the **A** or **B BUTTON.**





3 The hostess then turns over those letters that appear in the puzzle. The player is given a timed countdown to guess the answer and enter the missing letters in the flashing box, locking in each with the **A** or **B BUTTON,** then scrolling to **END** to lock in the completed answer.



4 If the player's answer is correct, the board announces the prize that player has won. If the answer is incorrect, the player can continue to guess and enter different letters in the flashing boxes until the count-down runs out. Then the missing letters are revealed on the game board to solve the puzzle.

HINTS ON GAME PLAY

1. Correct spelling is *essential* when solving a puzzle. It is recommended that players check all letters entered on the screen before scrolling cursor to **END** and locking in an answer.
2. Letters incorrectly entered can be "erased" by scrolling the cursor to the ←, the correction symbol, and locking it in with the **A** or **B BUTTON.**
3. Each time a player guesses a letter (correctly or incorrectly), that letter is eliminated from the alphabet on the screen.
4. When all consonants have been placed in the puzzle and only vowels are still missing, that information is flashed on the screen, and the **CONTROL PAD** can be moved only to **VOWEL** or **SOLVE.**
5. A numeral **1** (or **2** or more) appearing on the scoreboard between the **$$$** and **TOTAL** columns is a reminder for the player at the left that he/she has accumulated that number of **FREE SPINS.**
6. A boxed arrow ← on the scoreboard moves from name to name, indicating the player whose turn it is.
7. A **BANKRUPT** stop on the Wheel applies only to winnings in the current round. Previous rounds' winnings are not affected and stay on the scoreboard under the **TOTAL** column.

SAFETY PRECAUTIONS

1. This high-precision Game Pak contains complex electronic circuitry. Avoid temperature extremes when storing it or unnecessary shock when moving it.
2. Terminal connectors should not be touched or allowed to get wet or dirty. This can damage the game.
3. Never attempt to open or take apart the Game Pak.
4. Do not clean the Game Pak with paint thinner, benzene, alcohol, or any such solvents.
5. Be certain that the Control Deck **POWER SWITCH** is turned off when inserting or removing the Game Pak cassette.

NOTE: This game has been programmed to utilize the full TV screen. Since some older model TV sets have rounded screens, a portion of the image may be blocked out.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception.

It has been type-tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

"How to Identify and Resolve Radio—TV Interference Problems." This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

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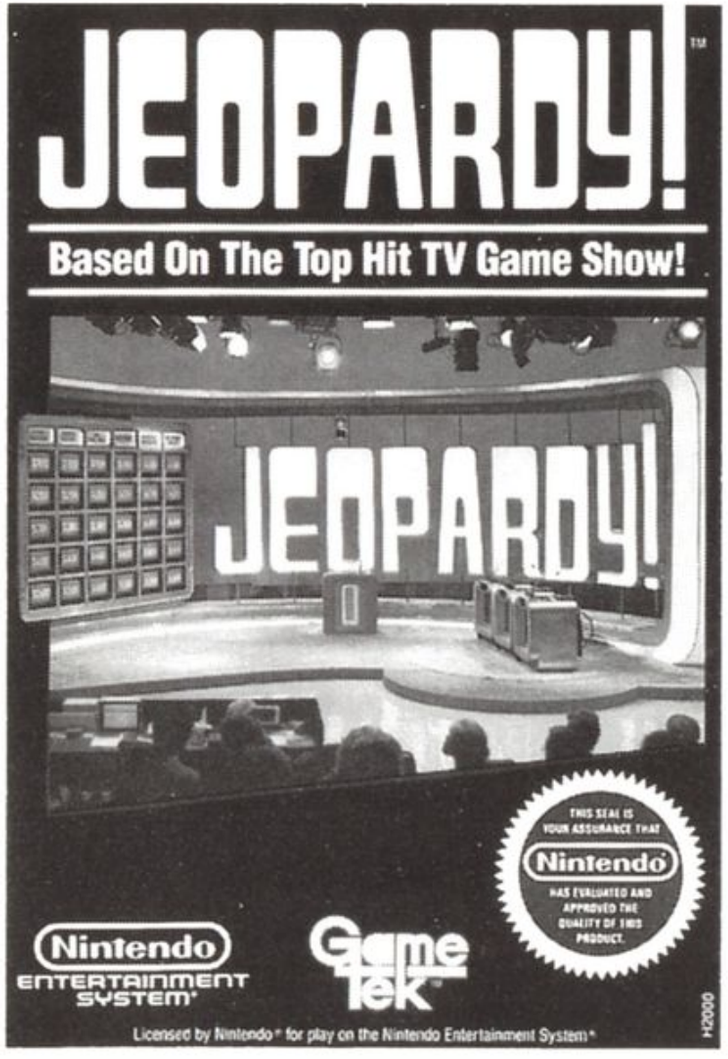
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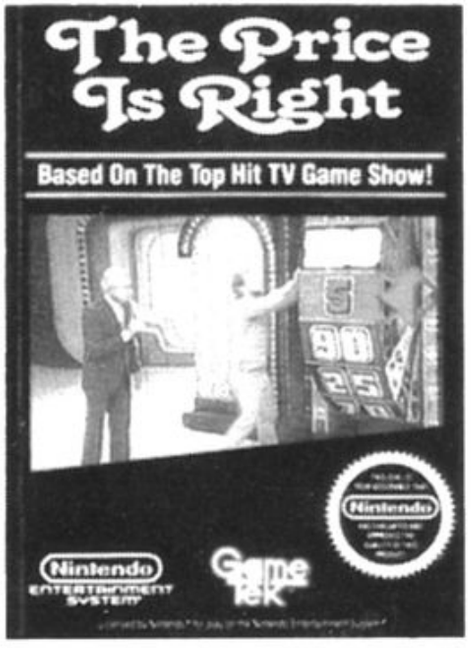

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